

Exceptions Log

SA

<u>minalNum</u>	<u>Location</u>	<u>Transaction Des</u>	<u>logid</u>	<u>Date</u>	<u>Time</u>	<u>Notes</u>
1024	STANDALON	Log In	346	12/6/07	8:53.45	Start Application
1024	STANDALON	Log In Game Manager	346	12/6/07	8:54.04	Game Manager
1024	STANDALON	Log In Pay Tables	346	12/6/07	8:54.16	Pay Tables
1024	STANDALON	Log Out	346	12/6/07	8:54.39	
1024	STANDALON	Log In	346	12/6/07	8:54.53	Start Application
1024	STANDALON	Log In Game Manager	346	12/6/07	8:55.08	Game Manager
1024	STANDALON	Log In Pay Tables	346	12/6/07	8:55.19	Pay Tables
1024	STANDALON	Existing Pay Table Modified	346	12/6/07	8:55.42	4PK
1024	STANDALON	Existing Pay Table Modified	346	12/6/07	8:55.43	4PK
1024	STANDALON	Existing Pay Table Modified	346	12/6/07	8:55.43	4PK
1024	STANDALON	Existing Pay Table Modified	346	12/6/07	8:55.43	4PK
1024	STANDALON	Existing Pay Table Modified	346	12/6/07	8:55.43	4PK
1024	STANDALON	Log Out	346	12/6/07	8:55.45	
1024	STANDALON	Log In	401	12/6/07	9:18.32	Start Application
1024	STANDALON	Log In Game Manager	401	12/6/07	9:18.42	Game Manager
1024	STANDALON	Enable Wagering	401	12/6/07	9:18.43	Wagering Enabled
1024	STANDALON	Log in attempt failed	0	12/6/07	17:59.10	Game Manager IP Address = 192.168.57.15
1024	STANDALON	Log In Game Manager	401	12/6/07	17:59.20	Game Manager
1024	STANDALON	Enable Wagering	401	12/6/07	17:59.22	Wagering Enabled
1024	STANDALON	Log In Game Manager	401	12/6/07	17:59.35	Game Manager
1024	STANDALON	Wagering Disabled	401	12/6/07	17:59.37	Wagering Disabled
1024	STANDALON	Log Out	401	12/6/07	17:59.38	
1024	STANDALON	Log In	403	12/6/07	17:59.50	Start Application
1024	STANDALON	Log In Game Manager	403	12/6/07	18:00.00	Game Manager
1024	STANDALON	Enable Wagering	403	12/6/07	18:00.01	Wagering Enabled
1024	STANDALON	Log in attempt failed	403	12/7/07	0:57.22	Game Manager IP Address = 192.168.57.15
1024	STANDALON	Log In Game Manager	403	12/7/07	0:57.25	Game Manager
1024	STANDALON	Wagering Disabled	403	12/7/07	0:57.27	Wagering Disabled
1024	STANDALON	Wagering Disabled	403	12/7/07	0:57.32	Wagering Disabled